

SBURBIA



A homebrew and reference guide using rules and modules of Homestuck, DND 5e, and the minds of Sugar and Rory. All art is from official Homestuck media.

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SETTING UP THE GAME::

Welcome to SBURBIA! Whether you're new to Homestuck or a veteran, this handbook will help you set up your own game of Sburb!

First off, gather a group of friends! We recommend having at least 4 people, but you can adjust the game how you like to accommodate your group. The game can support up to 12 players, if you don't want duplicate player types. We also recommend setting up a Discord server for your game: even if you're playing at a real table, you'll want to be able to communicate to your fellow players and be able to roleplay texts between your characters.

Next, pick a DM (Dungeon Master) to lead your game. You can think of them as a guide to the world, someone who plays all the NPC's and helps you interface with the world and the characters in it. They should be willing to keep tabs on all the characters and be able to write a simple campaign, think up worlds for your characters, and guide you through the game. It's helpful if the DM is familiar with Homestuck- they can simplify concepts and plot points as needed.

Everyone at this point should take a look at the races and pick out one, that will be your character! You can look at the abilities and decide what best fits your playstyle, or ask your DM to help you pick.

Next, start brainstorming your character and filling out their character sheet. DM: while your players make their characters start planning out their worlds and denizens. Once you're done creating your characters, share a copy of their sheets with your DM and the other players.

Finally, have a 'Session Zero' with your DM! This can be done one on one, or with your whole group. If you want to keep some things about your character secret, we recommend talking to your DM privately. In this session, you can talk about boundaries (ie, how much control the DM has over your character and what you're comfortable with) triggers to avoid (anything upsetting that you want to avoid in your character roleplay) and brainstorm your character.

Players! When making your character, have fun picking out a classpect! If you have your heart set on a specific one, let your DM know. If you want them to surprise you, leave that section blank, or just share a couple ideas with your DM!

Because of how unique classpect powers are, work with your DM whenever you get to that point to find some character-specific powers for battle and gameplay. Feel free to rip spells or fighting techniques straight from DND! We cover that lightly in this book, and extensively in the DM's guide.

Once the DM is ready to go, you can start playing! Let the DM lead the way and enjoy the ride!

RULES AND OUTLINES

-WHAT IS THIS?: This is essentially a Homestuck styled homebrew of DND 5e, following most of the DND format, rules, roleplay, and style! Much of the original DND play is simply renamed or slightly reworked. The majority of this guide is written to simplify the rules of SBURB, as well as to work as a short refresh/guide to Homestuck concepts. If you and your players are familiar with the comic- feel free to add in more complex systems and rules!

Any stats or mechanics not covered in this book can be taken right from DND modules, this just serves as a compact guide/refresher to SBURB and possible ways to incorporate it into gameplay!

-WHO CAN I PLAY AS?: The two main races are humans and trolls, and a balance of both is preferable. Characters in Homestuck tend to be between 13-16 years old at the start of the game. Got a special request? Cherubs, Carapacians, adult characters, etc? Ask your DM! Keep in mind that your characters are supposed to be separated for the beginning of the game- feel free to switch up the rules of SBURB to unite your players sooner if you aren't interested in that aspect of the game.

-HOMESTUCK HAS SOME HEAVY SHIT IN IT. DO I HAVE TO RP HEAVY SHIT?: While Homestuck covers heavy ideas like death, isolation, abuse, internalized homophobia, etc, in detail, and is even built into some of the gameplay of SBURB- these things DON'T have to be covered in your session.

Communicate on any topics you want to avoid with your fellow players and DM, and discuss how in-detail you're okay with heavy topics getting.

(A really cool mechanic that is now being employed in some DND games is the stoplight system! If you're playing in person, give each player a green, yellow, and red card. If a topic starts to encroach on something upsetting and they're uncomfortable- they can flip the card to however they're feeling (Green for all good, yellow for 'we can continue, but uncomfortable with the topic' and red for an immediate pause or conversation change, no questions asked) and the DM and players can act accordingly. This prevents players from having to list triggers unless they wish to, and makes a smoother transition away from uncomfortable character conversations. A similar system can be used over Discord or other chat systems.)

-SO WHERE ARE THE CLASSES?: Your character will discover their powers and role in the game as they progress- you'll gain abilities as you play, and your kid won't know their Classpect until they discover it! You can pick your own, or let your DM surprise you with some guidance. Classpect powers are all unique, so you'll have to work with your DM to figure them out, but if you want your DM to surprise you with a Classpect, let them know how much control they have over it!

-IS IT ROLEPLAY OR SCHEDULED SESSIONS?: Open roleplay is encouraged outside of the main sessions- especially in an online setting! Set boundaries with each other and discuss this, and remember to let your DM know (if they aren't a part of the rp/haven't read it yet) if anything important happens conversation-wise. Try to keep progressing the story/plot inside of a scheduled session- but speculating, chatting, and small roleplay scenarios are encouraged! If you don't want to participate in open rp, let your fellow players and DM know. If all players don't want to- feel free to keep the rp within your scheduled session!

-DO I HAVE TO DO SIDE QUESTS?: Want to do some level grinding? Talk to some NPCs or explore your Land? Have a planning session for a big fight/quest? If it involves your DM in some way, feel free to talk to them about setting up a mini-session. If players are busy and want to keep things like open rp and mini-sessions contained to the main session, the DM can streamline the leveling process to make sure everyone is making steady progress.

-WHAT HAPPENED TO JUJUS AND CHUCKLEVOODOOS?: To minimize some of the racist tropes/caricatures that are present in Homestuck, both of these in-game concepts have been reworked and renamed. Purplebloods still have (slightly altered) abilities/powers relating to the Mirthful Messiahs, and Cherubs still have a magical item of great power, but anything relating to the real life counterparts they're named after has been altered or removed.

-MORE BOUNDARIES?: To keep the game fun for everybody- talk to your DM about how much control you want over your character and their story. While rules of the game like death still apply, you can keep specific things away from your character. Uncomfortable with the thought of your kid going through some body horror? Tell your DM, and they won't turn them into an eldritch being of light and hope-tentacles. On the flip side, let your DM know how much control they *do* have- if you want to say 'just fuck me UP!' with some character backstory, personal issue, or deaths, your DM may be delighted to hear it.

SBURB::

SBURB is the Most Anticipated Game of the Year! Released by Skaianet, its origin is mysterious and vague, and no matter how many walkthroughs you look up, they all seem to be cut off halfway through, or end in panicked typing. Weird!

Once you've received your copy in the mail, you can connect with your friends (ie, other players) As you play on your computer, you can edit their real-life houses, build new machines, and start to combine weapons and items using a process called Alchemy (imagine the format of the Sims!).

Strange monsters are starting to appear around your houses that you've been valiantly fighting off- but they're distracting you all from the game!

The goal seems to be to build your houses upwards, possibly to escape the meteors that seem to be getting ever closer....



SBURB logo of the Beta session, with four squares, one for each player. The color of the SBURB logo depends on the game.

While all SBURB games become unique as players progress- they all follow the same base formula. Enter the game, level up and explore, stop the war between Light and Dark by killing the Black King, breed the Genesis Frog, and reap your Ultimate Reward.

You'll learn more as your DM guides you through the game.

PESTERCHUM/TROLLIAN

It's helpful if all of your players know each other in some way before the game starts- maybe through the internet! Online friends, bullies,

collaborative partners- it's a great way to get humans and trolls or cherubs connected as well.

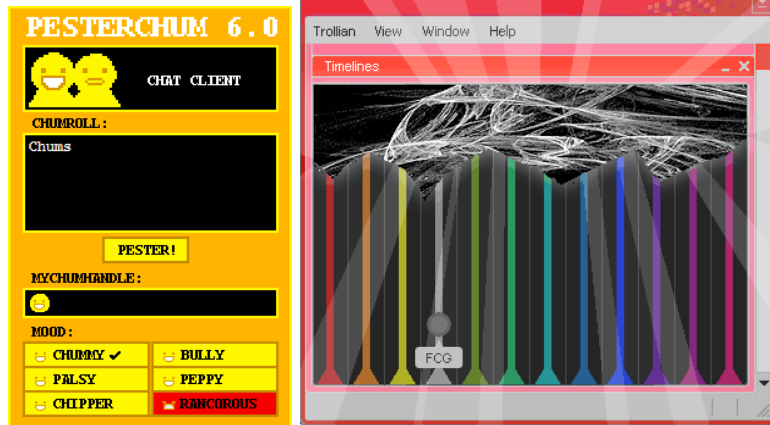
If you follow the path of internet friends/keeping players separate in the beginning- your character can chat through a chat client

(Pesterchum for kids, Trollian for trolls)

Username are made up of two words, starting with one all lowercase and one capitalized, for both trolls and humans. A few examples are turntechGodhead (Dave,) gallowsCalibrator (Terezi,) and gardenGnostic (Jade.) These usernames can be anything but they usually relate to something the character is interested in. Pesterchum and Trollian are compatible with each other, and Cherubs chat using an unknown client but can chat with humans and trolls.

If you're using Discord or a similar client to roleplay- feel free to have your characters text each other in open rp- phones, computers, and other electronic devices all still work once you've entered the game.

If you're not doing open rp, or all of your kids are united quickly/at the beginning of the session, the chat clients don't have to be used as an idea!



AT: i SHOULD GET KANAYA'S ADVICE,
 AT: OR MAYBE KARKAT SINCE HE IS THE LEADER,
 AG: No!!!!!!!!!!
 AG: Oh god, every time. Always going and getting to others to
 sail you out.
 AG: Anyway, Kanaya is missing in action, and Karkat has his
 head up his nook with his new sta88y h8friend.
 AG: Neither can help you.
 AT: iT'S JUST HARD TO FIGURE OUT,
 AT: IF YOU REALLY THINK THIS IS A GOOD IDEA STRATEGICALLY,
 AT: OR IF IT'S JUST MORE OF THE THING, WHERE YOU HARASS ME BUT
 SOUND EXCITED ABOUT IT,
 AG: Tavros, I know no8ody 8elieves me a8out this, pro8a8ly not
 even a gulli8le dope like you.
 AG: 8ut I actually care a8out your advancement as a player.
 AG: Everything I have done has 8een to make you stronger!
 AT: oKAY,
 AT: i STILL DON'T KNOW WHAT TO BELIEVE, aBOUT THAT,
 AG: Ugh, you are useless!
 AG: I'm done talking a8out this. Now shut up and point that
 cherry vehicle of yours toward the X on that map.
 AG: Next stop, g8 seven. Let's go.
 AT: uHHHHHHH,
 AG: This isn't optional. You know very well that I can make you
 go to that g8 whether you want to or not!
 AG: 8ut I would rather it not have to come to that.

In order: Pesterchum and Trollian clients, showing a friend list and status bar, and the timeline function of Trollian. An example of a Trollian conversation between Tavros and Vriska.

THE INCIPISPHERE



The Incipisphere, or the Medium, is the world of SBURB! You and your house will be teleported here once you enter the game. The Incipisphere holds you and your fellow players worlds, as well as your dream moons, the Veil, and Skaia. You'll learn more about

these as you progress!(Image- The Incipisphere as seen in the Alpha and Beta sessions combined. Each colored planet belongs to a player, while the center circle is where you're trying to reach- the Battlefield.)

The basic anatomy of the Medium starts with Skaia (the middle planet). This is where the battlefield is- and it is your goal to reach it. Next is Prospit (the moon near the middle), which is one of the dreaming planets.

Next is the Veil, a belt of meteors circling the planets (the white ring.)

Next is the Furthest Ring, which is the infinite expanse of space outside the Incipisphere. This is inhabited by Horrorterrors; eldritch and Lovecraftian creatures that can be heard from Derse. Finally, there is Derse, the second dreaming planet located just outside of the Veil. (the small, full, white circle on the left.)

SPRITES

Your sprite is your guide to SBURB! Once you've prototyped your Kernelsprite, you'll have an ally and guide to answer questions about the game- although they may answer cryptically!



An empty Kernelsprite can absorb items that are living or living adjacent (ie a dead or living animal, a stuffed plushie, a pet rock), but not objects without living qualities (ie a fridge, a computer, an accessory).



Unstable sprites may be prone to self-destruction or exploding. This includes emotional instability as well.

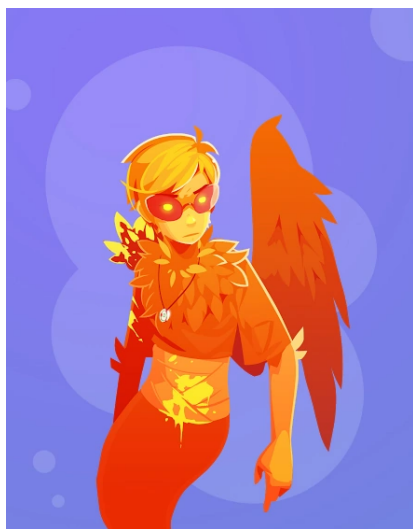
(Images: An empty kernelsprite, and a fully prototyped sprite, Nannasprite)

Your sprite will aid you in battle during the first few levels. Depending on what your sprite is prototyped with, it may have one of the below abilities.

Healer: Your sprite excels in healing. Once per fight, your sprite can heal you or a teammate for 1d8 damage OR clear a status effect for you (like paralyzed, stunned, etc.)

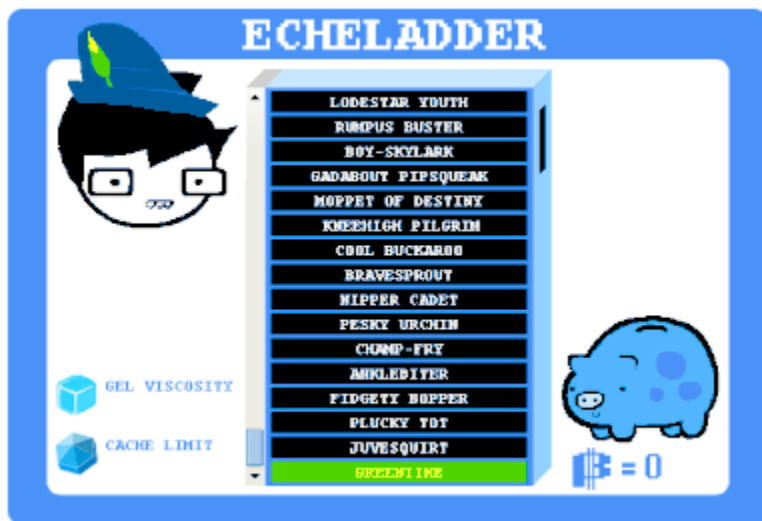
Support: Your sprite excels in supporting you during battle. Once per fight, you can gain advantage on an attack roll as your sprite aids you.

Attacker: Your sprite excels at attacking alongside you. Once per fight, roll an extra 1d8 damage against an enemy of your choice.



Davesprite- created when a version of Dave from a doomed timeline time travels to help his former self- by prototyping himself into the sprite.

LEVELING



As your character progresses, they'll start to gain levels on their echeladders. You have 20 total levels, and your DM will grant you a level when they feel you've accomplished something and grown, like winning a tough battle, growing as a person, or making

progress in a relationship.

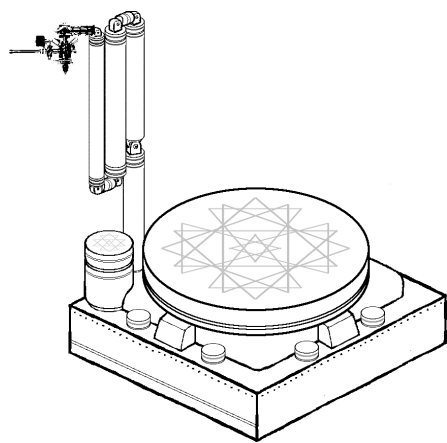
Levels can also be gained by completing personal quests- on you or other player's Lands. Talk to your consorts or your Denizen to have quests added to your list. (Image- June's echeladder at the start of the game)

Your Classpect will start to come into play here! As you level up and your character grows- strange, magical powers will start to become more apparent. Maybe they find themselves able to see glimpses of the future in their dreams, or can suddenly create objects from thin air! These powers will become stronger as you play- and their mastery will come with God Tiering!

When you level up, you gain extra abilities and grow stronger. Each level comes with a stat increase and sylladex size increase, as well as some levels unlocking certain abilities. When you level up, you can choose ONE stat to add +1 to, gain a sum of boondollars and gain an additional 10ft of space in your sylladex.

At certain levels, you'll start gaining powers from your aspect. These will start out small, and end as powerful abilities you can perform regardless if you've god-tiered or not. Don't think of these as "moves," these are more goalposts in how well you can use your aspect and understand its role in the game. Your DM may give you specific moves, but anything relating to your aspect will use the system found in the classpects section.

ALCHEMIZING



An item that can be deployed into your world is known as an 'alchemiter'. This device is able to combine two items together to create a new one- rendering the previous two items unusable.

You need a sufficient amount of echeladder levels to create powerful items, but you can preview what they would create at any time. (Image- An Alchemiter machine.)

You can alchemize simple things- combining a spoon and a fork would create a spork. Simple foods and objects can be alchemized as well in this manner.



Alternatively- as you combine more and more weird things, you can create incredibly powerful and strange objects. For instance, by alchemizing his sword with an A/C unit, then combining that with a picture of Snoop Dogg, Dave creates the 'Snoop Dogg Sno-Cone Machete.' (Image- Dave's Snoop Dogg Sno-Cone Machete.)

When alchemizing, you can combine nearly any two items. When using an Alchemiter, tell your DM what two items you want to combine, what you're hoping to get, and roll a D20 plus your echeladder level. Using this outcome and a dice roll of their own, your DM will determine how successful the alchemization is.

Alchemy does not cost anything, but you have a limit on the power of items- it directly correlates to how high you are on the echeladder.

It's recommended to alchemize important or cool items by telling your DM outside of a session- or at the beginning/end of one while doing some character housekeeping like leveling up, managing inventory, etc. This gives them time to brainstorm ideas and give you stats on your brand new item.



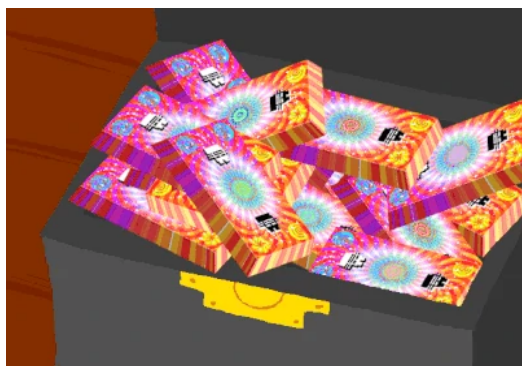
Some examples of the variety of things you can make with Alchemy.

Another ability of the Alchemiter is to change the size of an item using its card. If the player chooses, they can enlarge an object for a higher grist cost or make it smaller for a reduced cost.

ALCHEMY FORMULA::

1D20 + Echeladder/God Tier level, add DM roll + input. You must be using an Alchemiter to perform Alchemy.

BOONDOLLARS

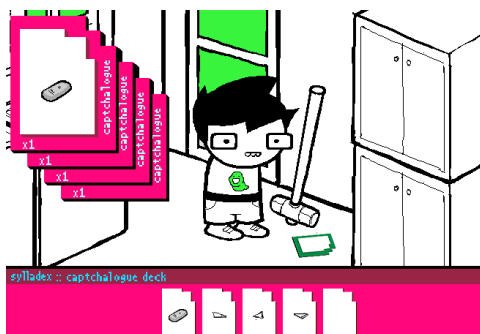


Boondollars are the Incipisphere's currency, and are a direct reward of leveling up and completing side quests on your planet. Anything you can purchase on your planet will cost Boondollars, such as sylladex upgrades and fraymotifs. (Image- A chest full of Boonbucks.)

A Boonbuck is equivalent to one million Boondollars, and some of the more expensive assets will cost Boonbucks.

Some players may attempt to earn Boonbucks in alternate ways- in the comics, Dave uses his time travel powers to create a stock exchange on his planet, and then monopolizes it. Get creative with your income earning!

SYLLADEX



A sylladex is a fancy word for your inventory! While the comic deals with these in depth, we've streamlined it for simplicity. If you and your friends are well-versed in captchalogue complexities- feel free to add more rules. (Image- June captchaloguing broken glass into her inventory.)

A Sylladex can contain 20ft of items at a base starting level. With echeladder growth, you can fit more items into it.

"Captchaloguing" is the process of picking up those items and putting them in your sylladex.

By picking up an item, you turn it into a unique card that you can tuck into your inventory. By taking the card out of your inventory and releasing it, it will become a physical item again. (Think about it like Pokemon in Pokeballs!)

You can captchalogue very large items into your inventory (ie a car, a statue, a bed) but some items are too large to captchalogue. Your DM will decide what objects are too large.

Items weights in real life do not transfer to your sylladex.

You can captchalogue small living things (ie, a beetle, a consort, a turtle) but not humans, trolls, etc. Remember to check on the living things in your Sylladex!

Captchaloguing an item during battle will cost your turn, as well as releasing an item.

You can NOT captchalogue enemies living enemies, before or during combat.

SYLLADEX SUMMARY:

A Sylladex can contain up to 20ft total, adding 5ft for every echeladder level.

You may modify or purchase upgrades to your Sylladex. You can hold very large objects, which take up space. You can hold small non-humanoid life forms.

Picking up an item in battle costs your turn, as well as releasing it. You CANNOT captchalogue living enemies, before or during combat.

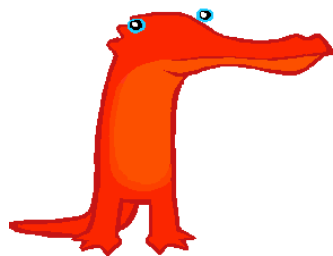
Size Category	Maximum Height	Max. Weight	Space
Fine	6in. or less	¼ lbs or less	½ ft

Diminutive	1 ft	1lb	1ft
Tiny	2 ft	8lbs	2 ½ ft
Small	4 ft	60 lbs	5 ft
Medium	8 ft	500 lbs	10 ft
Large	16 ft	4000 lbs	15 ft
Huge	32 ft	32000 lbs	20 ft
Gargantuan	64 ft	250000 lbs	30 ft
Colossal	64 ft or more	250000 lbs or more	30+ ft

Maximum height and weight determines the size of the object, which is what is counted for the sylladex. Carrying a large object in the sylladex only takes up a lot of space, but does not encumber or slow down the player. The card for a large object is the same size as the card for a small object, but takes more space (think data file size on a computer.)

LANDS

Once you've entered the game, you will be given a Land. This Land is based on your character's interests and personality, and is customized as such.



Your Land is an entire planet, filled with creatures called 'consorts' that treat you as a hero. Consorts are often smaller, animal-like beings based off of amphibians or reptiles. The consorts help the heroes by providing information about the game, giving quests, and can lead you to your denizen.

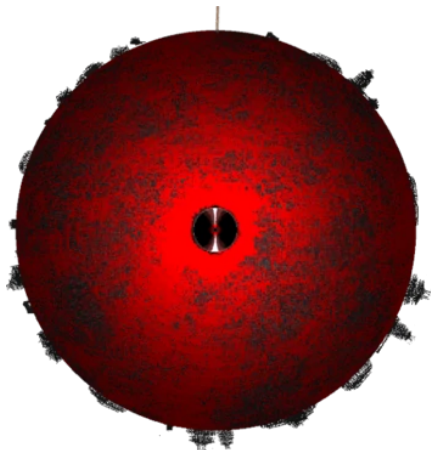
(Image- One of Dave's consorts- a red crocodile.

Also referred to as 'nak-naks' due to the noise they make.)

As an example, Vriska's Land is the "Land of Maps and Treasure" or shortened to LOMAT. The sky has an overlay of a pirate map, with faint

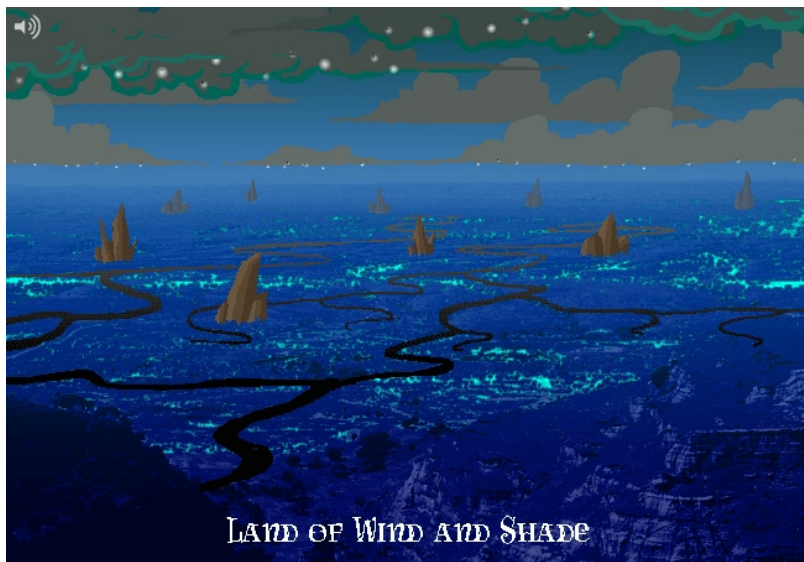
compasses, x-marks, and paths to follow. It is filled with oceans, islands to explore, and treasure to be found.

This is based on Vriska's obsession with her pirate ancestor, her frequent FLARPING adventures, and her desire to be a hero.



Dave's Land: the Land of Heat and Clockwork (LOHAC.)

Lands are a great place to learn more about SBURB, level-grind, and complete side-quests!



Closeup of June's Land, LOWAS.

SKAIA AND THE BATTLEFIELD

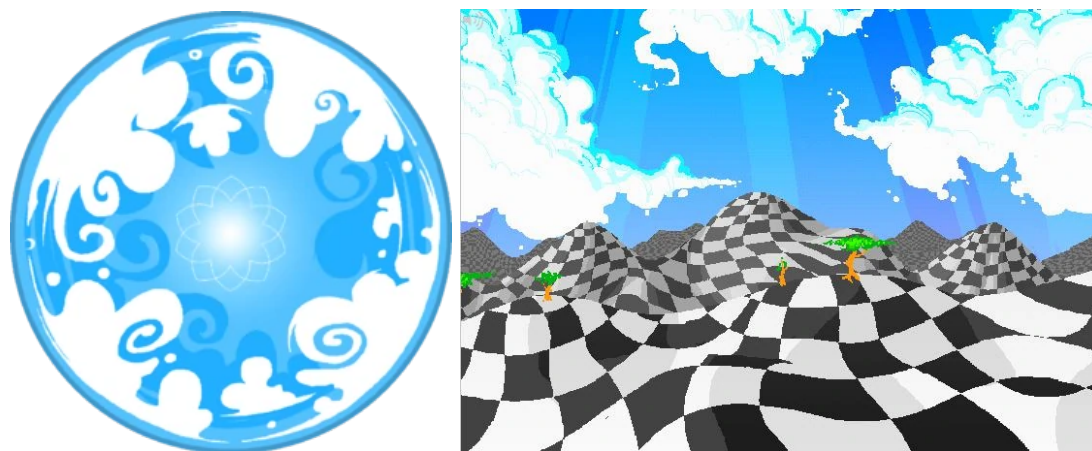
At the center of the Incipisphere lies Skaia- the planet hosting the Battlefield. A war between Light and Dark begins the moment Sburb does.

The Light team is made of white carapacians- white, bug-like humanoids that fight for you, the players, and the Dark team- black carapacians that are set to destroy the game.



An exiled carapacian- the Mayor of Can Town, and a black and white Carapacian.

Light fights Dark, both using powers or flaws gained from respective prototyped sprites. The goal is to defeat the other army's King. The main goal of SBURB is to reach the battlefield and help Light win by killing the Black King.

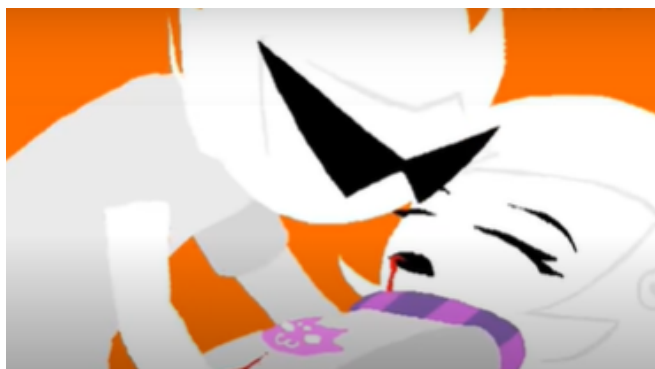


Top view of Skaia, The Battlefield on Skaia, empty.

MOONS AND DREAM SELVES

Each individual player in the game is granted an extra life in case of their death. This extra life is called a 'dream self' and lives on one of two moons, Prospit or Derse, depending on the player's personality.

While the player sleeps, their dream self wakes, and vice versa. While sleeping, your dream self can wake if you choose and explore your moon. Most players start the game with their dream self sleeping, having regular dreams until their dream self wakes, usually coming at a time of self realization or personal growth. Some players wake very early in life, and some don't wake until after the game begins.



Should a player be killed before reaching their God Tier, another player can revive them with a kiss- which will activate their dream self to take over. (There is a reasonable time limit on this- up to the DM's discretion. But players cannot remain dead for long periods of time and still be revived.) (Image- Dirk

revives a dead Roxy with a kiss- allowing her Dream Self to take over.)

Dream selves retain all memories, personality traits, and physical appearances as the 'main' player- they aren't separate people! It's more of a backup body. Dream selves may be healed of injuries of the main player- but that is up to the player's discretion.

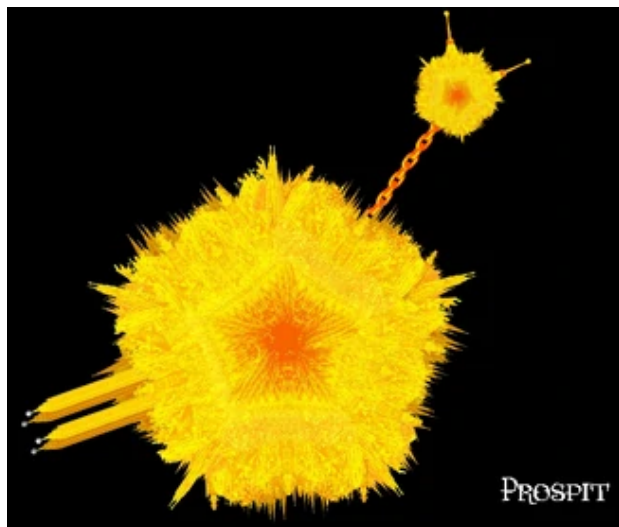
Dream selves are able to fly and can use limited dreaming powers to create simple objects. (as long as they are still the 'extra' life.)

Once your dream self has been used, you do NOT have any more extra lives. Your player can then be killed permanently.

To gain technical immortality- you'll have to work towards God Tiering.

If a player God Tiers and their dream self is still living- their dream self combines with their waking self, and they can now only visit their moon physically.

PROSPIT



"Marked by a flexible optimism, the personalities of Prospit Dreamers are reactive and intuitive. They naturally exist in the present, rather than look to the future or obsess over the past. When making decisions Prospit Dreamers tend to rely on gut instinct and whatever emotions they are experiencing at the moment. This makes them quick to act and reliable in a crisis, but it also can make them capricious. They have trouble thinking things through, and their feelings toward

specific situations and decisions can change from day to day. They solve problems with creativity rather than cold logic, often seeing multiple options with ease and clarity. Because they generally take things as they come, Prospit Dreamers are less rebellious than they are adaptable-instead of struggling against authority, they will find a way to coexist with it. Possibly because they are so instinctual and flexible, they like having a defined set of rules-a safety net for their passionate lives. Naturally trusting, they have trouble with deception or hiding their true selves, and will often worry about what others think of them. The self they project into the world is often not under their control."

Also known as the Kingdom of Light, Prospit is a bright golden city planet that orbits closest to Skaia. It has one single moon attached by a large golden chain. Prospit is ruled by the White Queen, and inhabited by white carapacians. A series of spires exist on Prospit, one for each Prospit player. (Image- Prospit and its attached moon from space.)

If you choose Prospit as your dream planet, choose ONE of these benefits, once your character wakes. You may also leave this section blank, or work with your DM on a Classpect specific ability.

Prospit Prophet: You've been awake on Prospit as long as you can remember. In the clouds of Skaia, when the moon comes close enough, you are able to see the future of yourself and your friends. When you are asleep during a long rest, you may roll a D20 plus your Wisdom modifier, and you may be given a vision of the future, or events across the Incipisphere.

You can also, once per long rest, roll an insight check + 3 on a character, object or event to learn more about it or learn its future.

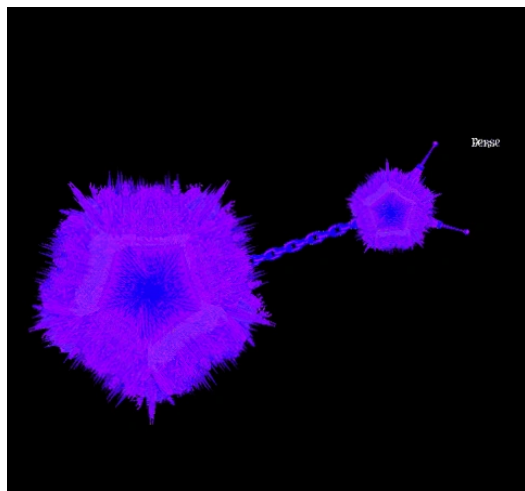
Carapacian Comrade: You enjoy talking to the carapacians on your planet and they have taken a liking to you. White carapacians will recognize you as a friend rather than a prince/princess, and may help you by giving you items or guiding you if they are met during the game. White carapacians will ally themselves to you and your party in adventuring and combat, as long as they are not given reason to be hostile.

Inside Information: You've explored Prospit and educated yourself on the War between Light and Dark- you may have an inside agent, carapacian friend, or have simply kept up with the latest newspapers- and now have extra knowledge about the Game and the battle. You Take +2 WIS and advantage on perception checks.



Streets of Prospit with white carapacians, Prospit Dreamer outfits.

DERSE



"Derse Dreamers have personalities marked by a distinct and restless skepticism. Whatever their waking circumstances, chances are they will live in a state of dissatisfaction. Rebellion is in their blood, manifesting whether they are fighting back against a fascist dictatorship, or the most recent trend in casual footwear. Derse Dreamers are cerebral and self-aware; they have a far better grasp on the landscape of their own minds than on the world around them, which they can find alienating and confusing. But as so much of their

identity is built on control, they will do their utmost to hide any insecurities, often with false humility or self-deprecating humor. They may be inflexible and pessimistic, but they are also great problem solvers, facing conflicts head-on with shrewd, calculating minds. They see one true path among an infinite snarl of wrong ones. They tend to be introverted, but if you win their trust Derse Dreamers are extremely powerful allies. However, they find sincere vulnerability difficult and will often keep people at arm's length. Letting go and living in the moment is hard for a Derse Dreamer; they constantly look toward the future and analyze the past."

Derse, also known as the Kingdom of Darkness, orbits the edge of the game, outside of the veil. It is a purple planet, connected to a moon by a large chain. It is ruled by the Black Queen, and inhabited by black carapacians. A series of spires exist, one for each Derse player. (Image- Derse and its attached moon from space.)

Dersites, as the antagonists, are opposed to their Derse dreamers, but are not allowed to harm them before the game starts.

Choose ONE of these benefits, once your character wakes. You may also leave this section blank, or talk to your DM about creating a Classpect specific ability.

Path of the Grimdark: You have been communing with the Horrorterrors that lie just beyond Derse, and their insight and wisdom is perhaps slightly too powerful for your brain.

You have become Grimdark, which can be considered as a status effect. A character can become Grimdark after each communion with the Horrorterrors which can be done once per long rest, and will last 2 hours.

A Grimdark character gains +2 CON and has extra powers that can only be used while grimdark is active. While under the Horrorterror's influence you can speak their language- which can be loosely translated to your friends.

You can commune telepathically with a Horrorterror. Ask the DM one question once per Grimdark transformation and they can answer your question with a truth, riddle or a lie within reason.

(Requires concentration during battle) You can also create a sphere of negative energy that ripples out in a 60-foot radius sphere from a point within range. Each creature in that area must make a Constitution saving throw. A target takes 8d6 necrotic damage on a failed save, or half as much damage on a successful one. The sphere will last 2 rounds unless disrupted, and afterwards, your character will return from being Grimdark.



(Grimdark Rose under the Horrorterror's influence)

Renegade Royalty: You've been awake on Derse and have started staging an uprising against the Black King. Rebel black carapacians will aid you instead of trying to hinder your journey, and will ally you and your friends in adventuring and combat unless given reason to be hostile.

Street Smarts: You've been fighting off assassination attempts on you and your friends from Derse agents since you awoke on Derse, and are well trained in how to fight back against them. Take +2 STR or CON and +2 on rolls against your AC.



Street view of Derse, ft. Dave, Derse Dreamer outfits.

RACES::

Now that you know the bare-bones concepts of SBURB- it's time to learn about the creatures that you can play as! The main two races are humans and trolls, and most sessions have a balance of both- but Cherubs can also be found.

Trolls are by far the most complex of the species, and have an extensive amount of culture- feel free to use as much or as little as you want in your roleplay!

Remember when creating your character to focus on what fits the character narratively! This game is more about creating an interesting story, and the stats are just so that the game can be actually played.

HUMANS

When playing a human, you'll need a name, personality/backstory, guardian, weapon, and relevant traits to your upbringing. Then, you'll pick your moon (Prospit or Derse), your Classpect, and any bonus traits that align with those.

Base Human Stats::

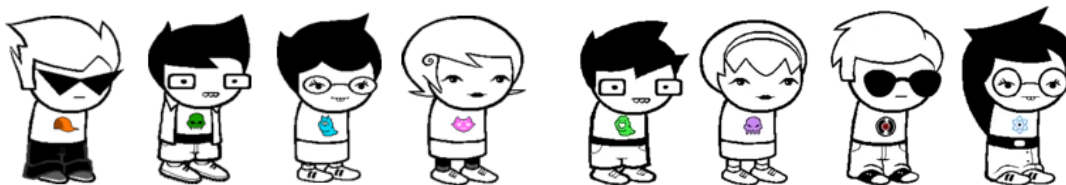
Universal Traits: Psychic Resistance, The Human Disease "Friendship"

Psychic Resistance: You are naturally able to resist psychic powers. +2 to all contests against you from psychic abilities like Mind Control or Psychic.

The Human Disease "Friendship": As a human, you may have close relationships with others of your species. You are a naturally social creature, and seek emotional connection; your open-mindedness puts others at ease- even aliens! Add an extra +1 to any charisma and persuasion checks/contests.

Fairly self-explanatory- if you play as a human, you live on modern day Earth, and are usually a 13 year old child who has dealt with some kind of loneliness or isolation in their life.

You typically live with some form of adult guardian that cares for you.



The humans of Homestuck as base sprites.

Humans are highly adaptable, and adjust well to the game's setting.

Kids typically have four letter first names and a six to seven letter last name. They typically wear a shirt with a personality-related symbol on it, although many alchemize new, fun clothing after entering the game.

HUMAN UPBRINGINGS

When making your kid, you can pick some extra traits based on how you were raised!

Raised in a science lab on a remote island? Your tech skills could come in handy! Trained by a hyper-aggressive male guardian to be the ultimate warrior? You've got wicked sword skills now. And some personal issues.

Humans need to choose ONE of the following upbringings:

Normal: You've been raised almost completely normally with a loving guardian, aside from random, harmless strifes. Your guardian may have taught you a simple skill or trade in your youth. Take +1 to a stat of your choice.

Isolated: You have been raised away from other humans- either without your guardian present, without a human guardian, or away from society. Take +1 Wisdom OR Intelligence. Choose ONE of these abilities from the list in the hemospectrum section: Technologically Inclined, Nimble, Justice, Great Strength, Fighter, Wild or Quick. You can alter the descriptions to fit your character being a human, if needed.

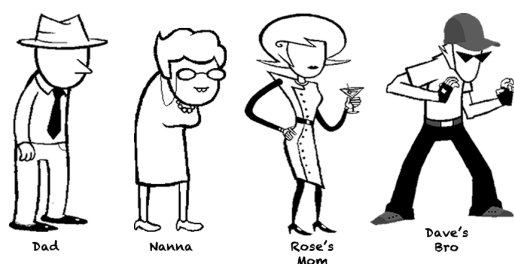
Trained: Your guardian has been training and sparring with you since you were a child. Take advantage on athletics checks. Once per fight or battle, you can roll a strength check against your enemy to deflect

an attack against an ally. A failed roll will have you take the blow in their place. This counts as your action for the round.

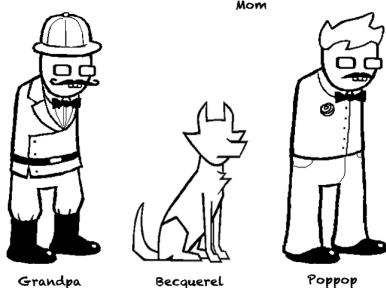
Charismatic: You have been raised in the limelight: performing, attending important events, or public speaking has been in your life as long as you remember, whether you picked it up from your guardian or were naturally gifted. Take advantage on performance checks. Consorts will also give you better rewards for quests, and carapacians of your lunar sway will be inclined to aid you if you ask.

Skilled: You have a particular skill that you've been learning since you were a kid. It might be a craft, an art, or just a useful hobby that you picked up. Take +2 on any rolls that may be influenced by this hobby (knowledge of it, understanding the methods used, etc.) Take +1 to a stat that applies to this hobby, to the DM's discretion (strength for sports, intelligence for coding, wisdom for anything that doesn't fit neatly into one stat, for example.)

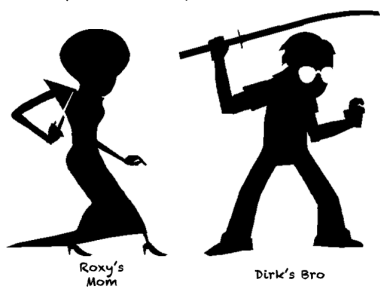
GUARDIANS



Humans, you get to design your guardian! Every human has at least one- and it doesn't have to be another human! In most cases, it is a familial relative, but in the comic a god-powered dog raises one of the kids. So have fun with it!



Human children have 'Guardians', some kind of adult figure in their life that they tend to be related to. Guardians are often vague, confusing, and strange- and have daily duels with their children to prepare them for adulthood. Most of these scuffles are harmless and gentle sparring with household objects. Most, but not all.



They are normally referred to with simple titles, such as Grandpa, Bro, Mom Lalonde, and Dad Egbert.

They seem to have some odd, inside knowledge about the game their children are playing that they refuse to share. (Image- All the canon guardians of Homestuck.)

Once you've created a guardian's personality, name, and relation to your kid, share this information with your DM. They'll play your guardian and get them set up with stats.

BASIC GUARDIAN DESIGN::

Name: Bro Strider (or just Bro)

Status: Deceased

Relationship: Older brother/adopted guardian to Dave Strider

Relationship Status: Dave idolizes him for most of his childhood- as an adult, Dave's relationship with him is negative.

Weapon: Katana

Special Skills: Flashstep- the power to use bursts of speed impossible for the eye to track.

Extra info: (If you're playing a human kid- chances are they may misunderstand something about their guardian. Maybe their dad's overwhelming support seems embarrassing, or their mother's distance seems cruel. As kids get older or learn more about their guardians, their perception of them can change.)

TROLLS

When creating a troll, you'll need a name (six letter first name and six letter last name), bloodcaste (and related traits), weapon, religious belief (if applicable), lusus, and your personality/backstory. You'll also need your Moon (Derse or Prospit), your Classpect, and any related traits.

Troll culture is complex and long- feel free to use as much or as little as possible!

TROLL TIMELINE:: 1 SOLAR SWEEP = 2.17 EARTH YEARS (6 SWEEPS = 13 YEARS)

DESCRIPTION

Trolls are gray-skinned humanoids with red-orange-yellow horns. Each troll has a unique horn pattern.

They have 'grub-scars' on their abdomens- a few parallel scars on each side the color of their blood; these are left over from losing their insectoid legs as children.



Depending on their blood color, they are part of a different caste that has unique cultures, abilities, and roles in society.

Typically, trolls have fangs and pointed ears, as well as yellow sclera with black pupils. Their pupils will change to their blood color after going through an adult

molt. Trolls have a six letter first name and last name. (Image- Troll adolescents in Homestuck.)

They are nocturnal, and are extremely sensitive to sunlight- specifically as the heat and strength of Alternia's sun prevents them from going out in daylight hours.

SOCIETY AND LIVES

Troll society is divided into adults and children- children live on one singular planet called 'Alternia', while adults are spread out on several across the galaxy.



To follow a troll's lifespan- on the planet Alternia, deep under the surface, the Mother Grub lays thousands of eggs a sweep (two years in troll terminology). The eggs hatch into small grubs known as 'wrigglers' with troll-like faces, who are expected to survive the caverns and make their way to the surface. If they've survived, they are adopted by a lusus- an animal/monster

guardian that raises and provides for them. (Image- A baby troll, known as a Grub or Wiggler.)

Imperial drones- robots that keep an eye on the troll children, will follow the lusus and grub until the grub is old enough to design their own home known as a 'hive', which the drones will build. Many higher blooded trolls live in isolation, while lower bloods will form neighborhoods, apartment complexes, or communities.



Examples of troll hives- one in a suburb, and one isolated in the forest.

The grubs go through a molt- shedding their insectoid legs and developing humanoid toddler bodies. They are raised by their lusus and, in return, start to provide food and protection for them as well.

Troll children are expected to survive no matter the cost- many often start to grow violent towards each other, especially as they learn about their role in the blood castes.

Any troll child with a perceived weakness (or with a dead lusus) is culled by the drones, or other children. As they grow older, trolls begin to explore the quadrant system (troll romance), and form relationships that will help them survive.

If they make it to adulthood, they go through one last molt, are inspected, and then taken off planet to join the other adults. Many find jobs suited to their abilities and blood castes, but most are enlisted into the interplanetary war of expanding troll society.

LUSII

A lusus is an animal or monster guardian that will often adopt a young troll and raise them.

Many are caring and compassionate, while others are violent and cruel; all of them spar and duel their young to teach them necessary fighting skills. They are unable to speak, but many are still close with their children.

Lusii often are symbiotic with their troll children. The young will start to protect and provide for the lusus as they get older.

Some lusii, such as Vriska's- prey on their child. Vriska is forced to bring other children to her lusii to feed her insatiable hunger- unless Vriska herself is devoured or her lusus dies, leaving her to the drones.

Lusii have white fur/chitin, which reflects the sun. They are able to go outside in daylight for short periods of time to provide for their young. They can range from mythical creatures like dragons or kangaroo/ram hybrids, to monsters such as cyclops or giant spiders. They also seem to share the blood color of their adopted troll.



Tinkerbull, Crabdad, and Kangaram, lusii for various trolls.

BASIC LUSUS DESIGN::

NAME: affectionately called Tinkerbull

SPECIES: Bull-fairy hybrid

STATUS: Deceased

RELATIONSHIP: Tavros' lusus and guardian. While not physically strong, very emotionally wise.

RELATIONSHIP STATUS: Positive. Close connection with Tavros

WEAPON: N/A

SPECIAL SKILLS: Unknown

HEMOSPECTRUM

Troll society is organized by the hemospectrum- a system of castes depending on what blood color the troll is born with- that divide them into rankings. Trolls on the high end of the hemospectrum (blue and purplebloods) are often physically larger and have longer lifespans, while trolls lower on the hemospectrum have shorter lifespans but strong psychic powers. (red, yellow, and greenbloods)

Many trolls follow the hemospectrum religiously, while others tend to ignore it and form communities/friendships. Many are proud of their blood color, and it is common practice for young trolls to wear their star symbol in their blood color- normally on their shirt.

Each caste has a "style" of star sign, resembling the ones we have on Earth. For more info, look at the [extended zodiac](#) from hiveswap.

MUTANTBLOOD: At the lowest end of the hemospectrum, Mutantblood trolls have bright red blood, and are culled on sight if it is revealed. Much is unknown about them, due to their immediate death sentences.

Mutantblood trolls hide their blood color whenever possible, and seem to not have any specific powers relating to their blood. Their caste does not have any cultural history, due to their deaths.



Karkat and his ancestor the Signless, mutantbloods.

RUSTBLOOD: Rustbloods tend to live approximately 30-40 years, and are the second lowest of the hemospectrum. They often have telekinetic powers, and some have the ability to commune or summon the dead/ghosts. As adults and the lowest of the blood caste, they are

often shipped off to fight in the interplanetary war, or perform service jobs.



Aradia, a rustblood in her godtier outfit with wings, and Ruthie from HS 2.

Telekinesis: As a rustblood, you are able to move objects with your mind. As an action, you can make a constitution check to move an item or creature UP TO 20ft x 20ft OR 500lbs. If you fail you either fail to move the item OR the DM can enact a consequence where you can move the item, but you take damage, for example.

BRONZEBLOOD: Bronzebloods have a lifespan equivalent to a human's or shorter, and often have the power to speak to animals. Many of them are natural born fighters, and rise to positions of leadership among the lowbloods. As adults, many of them are sent off planet to fight in the interplanetary war.



Tavros and Chixie, bronzebloods.

Animal Communion: You can commune with animals. At all times, you can speak to animals and lusii. You can also make a wisdom check against an animal to try to command them. A failed roll will enrage the animal

OR make it run away. This counts as your action for the turn, and while controlling an animal, you cannot make attacks, but the animal can.

GOLDBLOOD: A goldbloods lifespan is comparable to humans, and they have the most potent psychic abilities of the blood castes. Some goldbloods may be able to shoot psionic lasers from their eyes. Many goldbloods can interface or connect with technology, and some suffer from a condition called 'voidrot', where they cannot retain energy. A troll with 'voidrot' may sap energy from others through unknown means. In adult troll society, goldblood powers are taken advantage of and they are often integrated with starships- sapping their psychic abilities to fuel interstellar travel.

Goldbloods are often streamers, hackers, technicians, or electronic musicians in their free time/work.



Sollux, a goldblood, exhibiting psionic power and Folkyl and Kuprum.

Psychic: You have two different colored eyes with no pupils and psychic abilities. As an action, you can make a constitution check to move an item or creature UP TO 15ft x 15ft OR 250lbs. If you fail you either fail to move the item OR the DM can enact a consequence where you can move the item, but you take damage, for example. Once per long rest, you can also shoot 20ft cone-shaped lasers from your eyes. Anything caught in the radius will have to make an intelligence save against you, and if failed, takes 3d8 psychic damage.

Voidrot: Your body cannot retain energy like other trolls' can. You have black eyes, slightly impaired vision, and the ability to steal energy from others. As an action, you can make an intelligence check against another living creature to steal energy. If you succeed OR the creature allows you to take their energy, roll 2d6 damage and gain

what they lose. With each long rest, your current health points are cut in half. You have no max HP, and cannot die from voidrot, but if you don't take energy for long enough you can be left with one HP.

Technologically Inclined: You have an innate tendency towards technology. Gain +3 on ANY roll that requires you to use technology (like hacking, piloting a ship or making an argument about a technology) up to the DM's discretion.

LIMEBLOOD: Now extinct, limebloods were once a common lowblood caste. They were hunted to extinction many years ago, possibly because of their unknown but unique powers.

OLIVEBLOOD: Olivebloods lifespans are slightly above humans, 100-ish years. They are often associated with animals, have larger fangs/tusks, and animalistic traits/appearances/behaviors. They are typically loners, often living far away from other trolls in caves or treehouses, and seem to continue this into adulthood.



Nepeta, an Oliveblood who imitates cat-like behavior, and Polypa.

Nimble: You have much more nimble feet and hands than others, and an innate sense of survival in the wild. Take +3 on stealth checks and +2 on acrobatics checks.

JADEBLOOD: Jadebloods lifespans are slightly above a century, and are an almost exclusively female caste. Unlike other trolls, most Jadebloods stay on Alternia when they become adults, going underground to become 'cloistered' together and care for the Mothergrub, hatch eggs, and continue their species.

In mythology, Jadebloods can become 'Rainbow Drinkers'- who drink other trolls' blood, glow with white light, and can withstand the scalding heat of the sunlight. This is considered sacrilegious in Jadeblood culture.

Nearly all Jade's are raised together underground from hatching. They are some of the only trolls to have family-like structures, and do not have lusii. They typically wear school-esque uniforms, and are trained from birth to hatch eggs, care for grubs, and tend to the Mothergrub. Their cloisters tend to be strict, and very few are sent off planet as adults.



Kanaya, a jadeblood and Rainbow Drinker, and Lanque.

Vampiric: When rendered unconscious OR dead, roll a constitution saving throw. If the result is above 10, your character is revived and becomes a rainbow drinker.

Rainbow Drinker: You have died and/or become grievously injured and have woken up as a rainbow drinker. Your skin glows white (which can be turned off), sharp fangs, and a hunger for blood.

You are naturally more stealthy. Take +1 Dex, +10 ft movement speed, and +2 to stealth rolls.

Once per combat, you can bite an opponent. Roll 3d8 piercing damage, and gain half to your health.

TEALBLOOD: Tealbloods have average troll lifespans above a century, and are united in their role in Alternian society- justice and civil servants. Many of them become detectives, assassins, lawyers, or write parking tickets.

Tealbloods can often be found at the bookhive (library), and are united in their love for learning and justice. They are another of the few castes with closer personal bonds- nearly all of their time is

spent studying or training for their future exams, and they do much of it together.



Terezi and Tagora, tealbloods. They both have an obsession with law.

Justice: You have a great sense of justice, and you're well versed in finding clues, evidence, and dealing with crime. Once every long rest, you may reroll a persuasion, insight, or perception check.

BLUEBLOOD: Bluebloods, or Ceruleanbloods, have an average lifespan, and often have mind-related abilities. This can range from mind-reading to mind control, and can be very invasive if abused. Many bluebloods have eye related mutations- extra eyes, extra pupils, or lacking thereof. Their eye mutations will occasionally give them powers- such as the ability to see through some opaque surfaces.



Vriska and Ardata, bluebloods.

Mind Control/Reading: You have the ability to control or read the minds of others. Once per long rest, you can initiate an intelligence

contest with an opponent, and if you win, you take control of the opponent and can make them take actions in your place. Opponents under your influence can be moved, perform attacks/actions, and harm others or themselves. Each turn, they have to contest your winning roll to escape. On a failure, the opponent knows you tried to take control. This counts as your action for the turn. You can also replace this action with forcing your opponent to share a secret, feelings, their next move, or intentions.

INDIGOBLOOD: Indigobloods have above-average lifespans. They lack psychic powers, but are known for incredible physical abilities- extraordinary strength, flexibility, or agility. They frequently become assassins.



Equius, and Nikhee, Indigobloods.

Great Strength: Your blood caste is incredibly strong. Once per long rest, immediately succeed a strength check, and take advantage to strength contests. All other strength checks have the potential to end in breaking an object or causing harm if failed.

PURPLEBLOOD: Purplebloods have long lifespans, and are often raised in a clown-based religion. This religion speaks of Mirthful Messiahs that will come to rule in a land of paradise- they have associations with carnivals, wear clown face paint, and drink Faygo religiously. Some are violent and commit sacrifices to try to bring about their Messiahs. Purplebloods, the highest land dwelling caste, rise to be rulers over sections of troll society.

Purpleblood's are another caste that has a close relationship to each other- their religion uniting them in church worship and carnival activities.



Gamzee and Chahut, both believers in the Mirthful Messiahs.

Follower of the Mirthful Messiahs: Purplebloods are commonly known for their clown-like religion and their unwavering faith in the Mirthful Messiahs. Gain +2 Charisma.

Once per long rest, when you kill an enemy, you can sacrifice the body to the Mirthful Messiahs and gain +2 in any stat of your choice for the remainder of the battle.

If you can convince someone to join your religion, gain +1 Charisma. Once per long rest, you can honk extremely loudly with your righteous clownly divine word. A creature within 20ft of your choice will become frightened.

VIOLETBLOOD: Violetbloods have long lifespans, and are often referred to as 'royalty' or 'royal blooded'. They are sea dwellers, amphibious by nature but mainly choosing to live in the ocean, and one of the highest castes in the hemospectrum. Lowbloods stay away from the ocean as a general rule- leading many to believe the seadwellers are more violent, or more enforcive of the hemospectrum.

Violetbloods are often close with the Fuschiablood heir, often as a protector or quadrant partner due to their similarity in seadwelling nature and blood caste.



Eridan and Cronus, violetblood seadwellers.

Defender: You're part of a long line of knights for the fuschiblood. Once per fight or battle, you can roll a strength check against your enemy to deflect an attack against an ally. A failed roll will have you take the blow in their place. This counts as your action for the turn.

Gills: You have a set of gills on the side of your head or neck. You have the ability to breathe underwater, and can dive up to 200ft deep. You can also see with perfect clarity underwater.

FUSCHIABLOOD: Fuschibloods have an unparalleled lifespan of hundreds, if not thousands of years. They become the largest of the trolls (the Condesce being 8+ feet tall). They are seadwellers and are amphibious by nature.

Only two Fuschibloods exist at any given time- the current Emperor/Empress of trolls, and their heir. The younger heir is expected to challenge the adult for the throne when they come of age.

The leader and the heir both share a psychic connection with their lusus "Gl'bgolyb", who allows them to manipulate the lower blood castes through threat of psychic annihilation. Should the lusus ever become enraged through any means, it would unleash a shriek powerful enough to kill trollkind.



Feferi, fuschia blood and heir to the throne, and the Condesce, the current Empress.

Otherworldly Communion: You can commune telepathically with your lusii, a horrrorterror. Ask the DM one question after every long rest and they can answer your question with a truth, riddle or a lie within reason. (The lusii would need a motivation to lie.)

Gills: You have a set of gills on the side of your head or neck. You have the ability to breathe underwater, and can dive up to 200ft deep. You can also see with perfect clarity underwater.

Check out this chart for your bloodcaste traits, and then read more about them below!

BLOOD COLOR	Ability Score Increase	Age	Size**	Speed	Other Traits*
Mutant	Wis +2	60-70 years	5 ft or less	30 ft	Darkvision, Sunlight Sensitivity
Rust	Con +2	70-90 years	5'0-5'3	30 ft	Telekinesis
Bronze	Wis +1	70-90 years	5'0-5'3	30 ft	Animal Communion

Gold	Int +1	70-90 years	5'0-5'3	30 ft	Psychic OR Voidrot, Technologically Inclined
Lime	Cha +1	70-90 years	5'0-5'3	40 ft	No sunlight sensitivity***
Olive	Dex +2	70-90 years	5'4-5'7	30 ft	Nimble, Extra Trait
Jade	Con +2	100-120 years	5'4-5'7	40 ft	Vampiric, No sunlight sensitivity
Teal	Int +1	100-120 years	5'4-5'7	30 ft	Justice, Extra Trait
Cobalt	Int +2	100-120 years	5'4-5'7	30 ft	Mind Control, Extra Trait
Indigo	Str +2	100-120 years	5'8-5'11	30 ft	Great Strength, Extra Trait
Purple	Cha +2	130-150 years	5'8-5'11	40 ft	Chucklevoodooos
Violet	Str +1	130-150 years	6'0-6'2	20 ft, 40 ft underwater	Defender, Gills, Extra Trait
Fuschia	Dex +2	150+ years, semi immortal	6'2-6'5	20 ft, 60 ft underwater	Otherworldly Communion, Gills

***All trolls have Darkvision and Sunlight Sensitivity, unless specified otherwise.**

****Note heights are for teenage trolls. For adult molt, add 5"-1'.**

*****LIMEBLOODS and MUTANTBLOODS have no canon powers, so discuss with your DM.**

Darkvision: Accustomed to twilit forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray. (All trolls)

Sunlight Sensitivity: You have disadvantage on perception checks in the sunlight. Eye protection like sunglasses negates this. (All trolls)

Olivebloods, Jadebloods, Tealbloods, Indigobloods, Violetbloods and Mutants may choose an extra trait from this list:

High Society: You put a lot of stock in the hemospectrum and are familiar with alternian society. Take +1 INT and advantage on checks that would relate to understanding Alternian society and using it to your advantage.

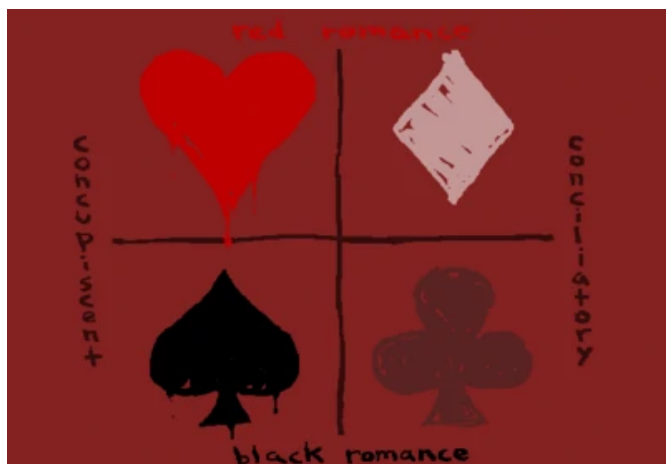
Fighter: You've lived a rough life on Alternia, and your survival skills have increased your endurance and strength. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest. You also gain proficiency in the Intimidation skill.

Wild: You've spent your life separated from alternian society, and have made yourself welcome with the animals around you. Through sounds and gestures, you can communicate simple ideas with medium or smaller beasts. You have a proficiency in animal handling.

Quick: You're used to stealing as it's been how you've survived on Alternia. You are proficient in sleight of hand. You can take the Disengage or Hide action as a bonus action on each of your turns.

Trolls' unarmed strike is piercing damage instead of bludgeoning.

QUADRANTS



Trolls have a romance system known as 'quadrants'- involving four different relationships simultaneously. While all are considered 'romantic' relationships, they are not all physically/romantically involved.

It is often considered taboo to have relationships between very high and very low blood castes. (Image- A chart of the types of Troll romance.)

Trolls have very little concept of differing sexualities- many choose to disregard gender all together when picking romantic partners. In general, most trolls are considered to be pansexual and polyamorous- although some have more specific sexual identities they align with.

In the 'flushed' or 'red' category, trolls may have a **matesprit**- the equivalent of a romantic, passionate partner. These pairings are often life partners as adults, although young trolls run through quadrants very quickly as they experiment. It is associated with a heart symbol. <3

In the 'pale' category, trolls may have a **moirail**- a platonic soulmate.

Moirailships are often formed between a stronger and weaker troll as a pact, and is a non-sexual and non-romantic relationship. Moirails are often described to 'pity' each other, or are described as each other's 'heart guards'.

'Shoosh-papping' is a moirail specific activity- one half of the ship shushing and gently patting the other to create a soothing sensation that calms the other troll. Moirailship is associated with a diamond symbol. <>



Example of shoosh-papping- Karkat stopping his moirail's murderous rampage.

In the 'black' category, trolls may have a **kismesis**. A kismesitude is something similar to 'hate-dating'; two trolls may have a strong rivalry or hatred for each other- while still liking some qualities the other has. They may admire their sense of bravery and adventure, but hate their selfishness- this fuels frustration.

Kismesis' challenge each other as people and are often life partners as rivals or enemies, and these relationships can switch between romantic or aggressive- or both, simultaneously.

Despite their more aggressive nature, there are considered to be both healthy and unhealthy kismessitudes.

It is associated with a spade symbol. <3<

In the 'ashen' or 'conciliatory' category, a troll may have an **auspice**. An auspice is a third person in a kismesitude relationship.

If a kismesis pair becomes dangerous to each other or other trolls, a third member will step in and be a calming mediator between the two.

It is often an emotionally draining role for the third troll.

It is associated with a club symbol. c3<

Many relationships 'vacillate': a loving matespritship may switch to frustrated hate-dating and become a kismesitude, and then switch back. Alternatively, a romantic red relationship could become pale, and you may be moirails for a time. While vacillating is standard with young trolls experimenting, it IS considered taboo to have one troll fill more than one of your quadrants (ie you having a moirail who is also your kismesis at the same exact time).

Many young trolls are fascinated or obsessed with filling their quadrants- to explore romance, survive to adulthood, or to feel complete.

On the other hand, some trolls feel as though they don't fit in the quadrant system at all, wanting to only be with one person- another taboo in troll culture.

As adults, trolls are expected to provide genetic material for the Mothergrub every few sweeps to create new generations on Alternia- collected by the drones. The donation requires gen-mat from a matespritship and a kismesitude- and refusing to participate is punished with death.

This adds pressure for adults to fill their quadrants- and many younger trolls worry about this pressure as they get older.

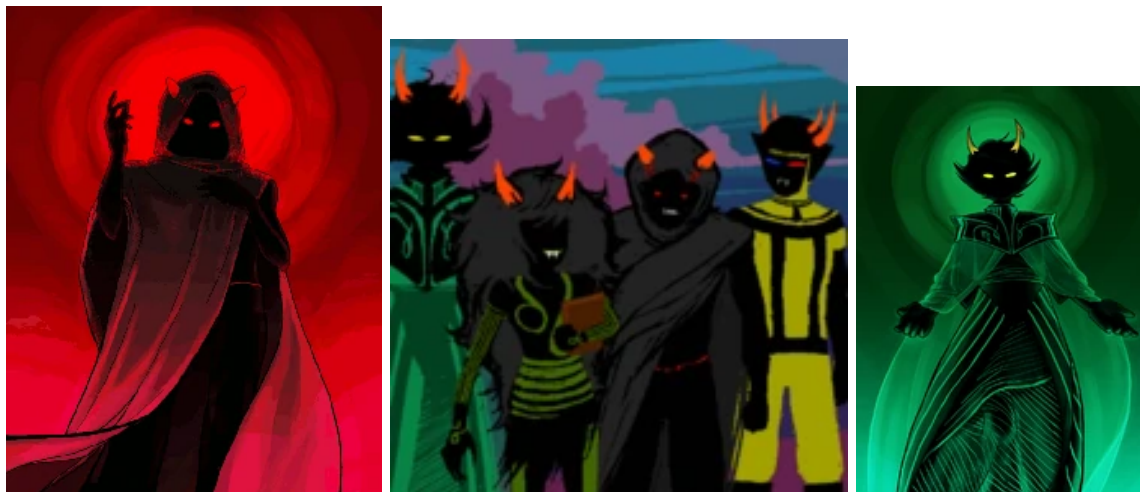
Young trolls may also worry about feeling 'incomplete' with their quadrants empty.

ANCESTORS

Trolls do not have biological families, but each can trace back to one genetic ancestor. Each troll has an ancestor, an adult troll that shares their star sign that is believed to either be related to them, extremely similar, or both.

Since trolls have no familial relations to others, they often look up to their ancestors and follow in their footsteps. Their ancestors are almost always dead or off-planet by the time they reach teenagerhood. Ancestors often leave behind clues, books, and weapons for their future offspring, to distantly care for them.

Ancestors all have differing names from the young, such as the Signless, the Disciple, Orphaner Dualscar, and Marquise Banneret.



Various troll ancestors

Your troll may have an ancestral item- a token left behind by their ancestor. This may be a weapon, a journal, or a tool. Talk to your DM about creating one of these items!

RELIGION

Trolls have two concepts of formal religious beliefs. If it relates to your character's upbringing, you may pick one of the following and it's bonuses:

THE PATH OF THE SIGNLESS (THE SUFFERER)::

The beginning of this religion comes from a mutantblood being hatched and abandoned- unable to receive a lusus due to his blood color. A jadeblood known as the Dolorosa took pity on him and secretly raised him. As he grew up, he took his name as the Signless (or the Sufferer), and began having visions of the end of the world. He began to preach acceptance, peace, and equality through all of the hemospectrum. The Highbloods opposed his teachings and started war against him and his followers.

His followers included his life partner the Disciple, the Psionic, and his guardian the Dolorosa. Eventually, he was captured and sentenced to death- tortured and executed. The Sufferer was said to have undergone a divine transformation before his death, shouting the Vast Expletive that was said to hold the truth of his teachings.

The Disciple recorded the Signless' teachings, and it has been secretly passed down through some of troll society, often by the lowbloods. Highblood propaganda is still very prevalent, and all rumors or traces of this religion are destroyed on sight.

If your character is a follower of the Signless, they gain these abilities:

Follower of the Signless: Whether you're a descendant of the Signless or you actively follow his teachings, you have a connection to him and his revolution. Gain +1 Charisma and +1 Wisdom.

Once per long rest you can draw on knowledge from spirits of the past: Choose one skill in which you lack proficiency. For one turn, you have proficiency in the chosen skill.

Once per long rest, you can utter a divine word, imbued with the power that shaped the world at the dawn of creation. Any creature within a range of 30 feet will be affected, including allies. Each creature that can hear you must make a Charisma saving throw. On a failed save, a creature suffers an effect based on its current hit points:

50 hit points or fewer: Deafened for 2 rounds

40 hit points or fewer: Deafened and blinded for 2 rounds

30 hit points or fewer: Deafened/blinded and 1d8 damage

20 hit points or fewer: Deafened/blinded and 1d12 damage

MIRTHFUL MESSIAHS::

Purplebloods are often raised in a clown-based religion foretelling of two prophets, the Mirthful Messiahs, who will come to overturn troll society and transform it into eternal paradise. Their religion involves copious amounts of Faygo, carnival-esque church gatherings, and clown related face-paint and activities, etc.

Some purplebloods are violent, committing sacrifices to bring about the Messiahs, while others believe in peace and sharing their religion no matter the blood caste.

Purplebloods who participate in this religion are close, and are one of the few blood castes to have structured caste units.

If your character follows the Mirthful Messiahs, gain these abilities:

Follower of the Mirthful Messiahs: Purplebloods are commonly known for their clown-like religion and their unwavering faith in the Mirthful Messiahs. Gain +2 Charisma.

Once per long rest, when you kill an enemy, you can sacrifice the body to the Mirthful Messiahs and gain +2 in any stat of your choice for the remainder of the battle.

If you can convince someone to join your religion, gain +1 Charisma. Once per long rest, you can honk extremely loudly with your righteous clownly divine word. A creature within 20ft of your choice will become frightened.

LANGUAGE

While trolls have their own language known as Alternian, they are capable of speaking English- with some very different terminology. (ie hive instead of house, nutrition block instead of kitchen, thinkpan instead of head, and husktop instead of laptop. Common insults include bulgebrain, nookmuncher, etc- variations on human terms of 'dickhead' or likewise to include troll anatomy)

See the MSPA Wiki link below for a great chart on troll language/terminology (can be played fast and loose, make up your own terms/ignore them as needed!):

[MSPA Wiki Page on Troll Language](#)

EXTRA TROLL INFO::

-Trolls sleep in a device called a 'recuperacoon', a cocoon-like pod that is filled with green sopor slime that nourishes young trolls in some way. Consuming sopor slime gives an apparent 'high', but damages the troll's mind, occasionally to the point of breaking. It is not recommended.

-Trolls often form 'piles'- random nests made of objects or materials that they will hide or relax on/in. Often it is laundry, blankets, or plushies- or objects that they are attached to (Gamzee had several clown horn piles). Building and relaxing on piles seems to be an activity commonly shared in matesprit and moirail relationships.

-Trolls have their own equivalent of LARPing- FLARPing! A fully immersive game experience- it leads young trolls on quests in their

own world- often leading to real monsters, and real dangers. While many trolls have lost their lives to FLARP- or other players, its a very popular game among the kids.

-Trolls speak using "quirks," somewhat like a digital accent or voice. They will type and speak in their blood color (with some exceptions) and add a variation on grammar, spelling, or both to indicate personality, their blood caste, or something they relate to heavily. For example, Vriska speaks in her blood color, replaces -ate sounds and the letter B with eights, uses 4 colons for smiley faces, and replaces vowels with eights when distressed and sometimes types a word with eight letters when excited.

Another example is Karkat, who types in a neutral gray color to hide his mutant blood color, types in all caps due to his personality, swears a lot, and uses a B in his emoticons to represent his horns):B . Your trolls quirk can be any combination of punctuation, grammar, replacement of letters, and emoticons, but should represent some aspect of their personality or their character.

AG: The truth is I killed him 8ecause at the time, I thought I wanted to, and sort of felt like I finally had to.

EB: uh...

EB: why did you have to?

AG: 8ecause enough was enough! You don't even know how frustr8ing it was to 8e friends with him.

AG: I used to really like him and always wanted to help him get stronger, so that he might stand a fucking chance to actually make it on our world.

AG: 8ut he was just soooooooooo weak and indecisive. He wouldn't change!

AG: And when he tried to change, it was too little and too l8. Always l8. L8ey L8ey L88888888.

AG: Too l8 to kiss me.

AG: Too l8 to kill me.

(an example of Vriska's typing quirk)

CHERUBS

Ability Score Increase: +2 Constitution, +1 Strength

Age: Immortal or very long lifespans.

Size: 5-6' tall as an adolescent, 8-10" as a full grown adult, and can change into a snake that is 1km long as an adult.

Speed: 30 ft, 40 ft flight (adult)

Other Traits (Darkvision etc): Relic, Coordinance OR Disordinance

Relic: You have an item passed down through your bloodline that grants you immense or strange power. It can induce an altered state of being in players known as "Trickster Mode '". When engaging Trickster Mode, any character affected will transform into a brightly colored outfit, and become 'sugar high'. Characters have limited control over their own actions- acting on want and impulse, and become extremely excitable and enthusiastic. Trickster Mode gives the ability to fly, will gain small powers, and will be extremely honest under its effect. A Relic can be used once per long rest, with Trickster Mode lasting two hours. It can only be used on humanoid creatures, and all creatures will suffer from a 'hangover' after it is disengaged.

Coordinance: Your cherubs two personalities have learned to get along, whether this be a shaky partnership or an unbreakable alliance. Your cherubs can give up control to the other at will, and do not have to go unconscious for this to happen. The "sleeping" consciousness is in a trancelike state instead, and can be asked questions and communicated to inside the cherubs mind. They can also use the other's abilities once per long rest. However, if your character goes unconscious (put to sleep or knocked out unwillingly), the other personality can only wake up if the DM deems it fair.

Disordinance: The two personalities in your cherub are fighting, whether this be a friendly rivalry or all-out-war. Your cherubs cannot communicate inside the body and cannot share information or abilities without writing it down and then going to sleep. However, if your character is forcefully knocked out, the other personality will instantly wake up.

Choose one bonus for each personality:

Benevolent Soul: You can use your action to unleash the benevolent energy within yourself, causing your eyes to glimmer and two luminous, incorporeal wings to sprout from your back.

Your transformation lasts for 1 minute or until you end it as a bonus action. During it, you have a flying speed of 30 feet, and once on each of your turns, you can deal extra radiant damage (equal to your level) to one target when you deal damage to it with an attack or your classpect.

Once you use this trait, you can't use it again until you finish a long rest.

Malevolent Consumption: You can use your action to unleash the malevolent energy within yourself, causing a searing darkness to radiate from you, pour out of your eyes and mouth, and threaten to char you.

Your transformation lasts for 1 minute or until you end it as a bonus action. Once on each of your turns, you can deal extra necrotic damage (equal to your level) to one target when you deal damage to it with an attack or classpect.

Once you use this trait, you can't use it again until you finish a long rest.

Endurance: You can focus yourself to occasionally shrug off injury. When you take damage, you can use your reaction to roll a d12. Add your Constitution modifier to the number rolled, and reduce the damage by that total. After you use this trait, you can't use it again until you finish a short or long rest.

Healing Words: You can speak inspiration to your teammates. When they take damage, you can use your reaction to roll a d12. Add your Charisma modifier to the number rolled, and reduce the damage by that total. After you use this trait, you can't use it again until you finish a short or long rest.

DESCRIPTION/LIVES

Cherubs are a race of solitary, celestial beings- green and skeletal in form, that contain two individual personalities within one body.



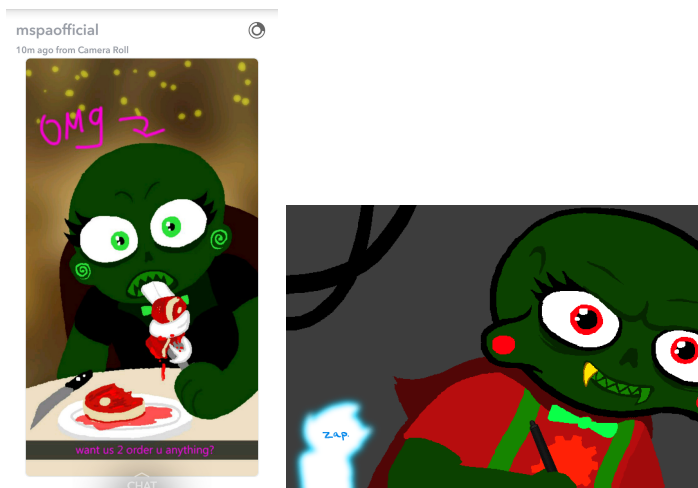
To follow a cherub's lifespan- they are hatched from one egg as a small, snake-like creature with a skull head. They consume the sugar-y shell and liquid from their egg to survive. (Image- a newly hatched cherub, with both personalities still intermixed.)

As they mature, the cherub splits into two personalities, normally a male and a female- one 'good' and one 'evil' (gender isn't indicative of personality). The good personality can wake while the evil sleeps, and vice versa. They develop a toddler-like skeletal body at this point.

Cherub's survive off of meat and sugar in their youth, and are often combative with their other personality- who may do actions the other doesn't approve of in their sleeping hours. These two personalities may refer to each other as siblings, although it is unclear if that is a universal cherub relationship.

As they start to mature, the two personalities begin mentally fighting, until one stands victorious, killing their bodymate.

Good cherubs have green eyes, and a green swirl-pattern on their cheeks- while their counterpart replaces this with red. Their blood color also changes between green and red depending on the body's host. They have long forked tongues and can completely unhinge their jaws. When one predominates the other, their cheek swirl fills out into a circle of the winner's color.



Calliope, the 'good' side of Caliborn, and Caliborn, the 'evil' side of Calliope. He has predominated Calliope, and his cheek swirls have filled fully red.

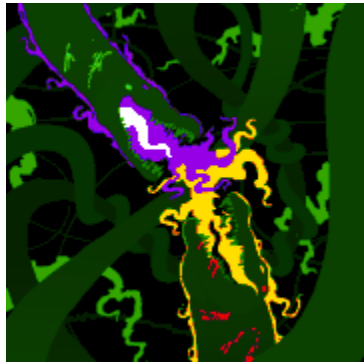


If the good personality survives, they grow a large pair of white, feathered wings- black if the evil personality survives. Good cherubs will find a territory- a large patch of space, and often protect the creatures of the planets below from encroaching threats. Evil cherubs will do similarly, although they rule their territory as a

tyrant.

They are an asocial and territorial species, often living lightyears apart, despite the loneliness many of them seem to suffer from.

As adults, they feed on solar energy. (Image- An adult Benevolent Cherub)



When looking for a mate, cherubs transform into large, snake-like creatures that span miles, and seek out a partner. They have a violent, centuries-long fight, where the two become immortal (akin to God-Tiering.) The loser of this fight skulks off to lay an egg and the winner claims the other's territory. (Image- Two cherubs in the mating ritual.)

RELICS::

Relics are important to cherub culture- being magical artifacts that are passed down generations. They believe relics can become cursed- and cherubs seem to have two distinct relics, one for each personality, that can be combined into one.

The only known relic belonging to a cherub is a split lollipop- one green, one red, that when combined induces a 'sugar-high' known as Trickster Mode.



Trickster Mode Roxy holding the combined relic, Roxy, Jane and Jake in Trickster Mode

CHARACTER TIPS/NOTES::

So you've made your base character sheet! Now what?

If you're playing a standard game, with all your main characters starting as teenagers- try to work with that mindset! Your characters may grow up throughout the time you play- show their growth through personality or belief changes. It can help to keep a page of a notebook with notes on how they feel- about the game, about relationships with other players, and how those feelings can change.

Some tips for writing a growing character::

-When creating their personality, think of their future and what they might want out of it: what do they want to be when they grow up? Do they have any goals or aspirations? Maybe these things will change as they progress through the game.

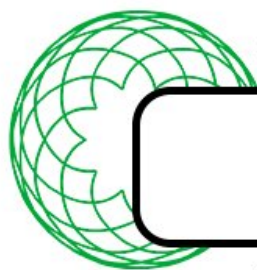
-Are they close with any other NPC's or Player Characters at the start of the game? You can name some shared hobbies, how they met, or how they like to spend time together, to help flesh out their relationship. Having all the players know each other at the start of the game is a great way to skip the isolation of SBURB. Does your human character have a troll/cherub friend? Do they believe that they're an alien? Is your troll/cherub honest, or are they pretending to be a human online?

-How do they feel about their guardian/lusus? Maybe your character is starting to get embarrassed by their guardian in their teen years- or maybe they still idolize them as a hero! Do they enjoy their home life? Do they have any misunderstandings about their guardians personality, job, life, etc?

-Teenage struggles are a great place for growth and angst potential- are they scared to grow up? Are they awkward about romantic relationships? Maybe they're just struggling with all the emotional and physical changes that come with being a teen?

-Have some key memories/moments in your character's life written down. A moment of fear that stuck with them, a warm memory with a loved one, etc.

CHARACTER SHEET (BLANK) ::



Character Name

Age:

Race:

Identity:

Extra Notes:

Stats

STR

DEX

CON

INT

WIS

CHA

Typing Quirk/Style

AC

Strife Specibus

Abilities

Character
Description/Image

(Share this sheet with your DM!)



Character Name			HP	AC
Stats			Classpect and Moon	
STR	DEX	CON		
INT	WIS	CHA		
Land and Denizen			Boonbucks/Grist	
Quests			Server Client	
			Kernelsprite	
			Echeladder Level	

You can fill these out, or you can keep a page with notes of all these stats, or a google docs. We recommend at least filling out the player copy to share easily, but you can feel free to create a google docs or

word document your DM can edit alongside you to keep track of some of the more complex stats and your abilities.

COMBAT AND CLASSPECTS::

STRIFE SPECIBUS

Each character has a weapon in their strife specibus. A character will be (blank)kind based on their weapon proficiency.

For example, Jade uses a sniper rifle as her main weapon, so she belongs to the riflekind category. Your character can have any sort of weapon- think household items like hammers and baseball bats, actual weapons like swords and rifles, or miscellaneous items that can be used as a weapon like an oversized spoon or a broom.



Two lists of possible strife specibus found on the back of the Strife Deck card.

Talk to your DM about bonuses on weapons, but here is a list of base items to choose from or roll a d12 to decide if you're on the fence or unsure where to start.

Your character will start with a simple weapon and be upgrading it throughout the game, so don't worry about it being too plain or weak for now. Just pick something you think fits your character's style.

WEAPON	DESCRIPTION
1. Bladekind	Good ol' sword. 1d6 slashing dmg
2. Batkind	Take it out to the ball game. 1d8 bludgeoning dmg
3. Pistolkind	It's a gun. You can even have two! 1d6 piercing dmg
4. Hatchetkind	Your father would be proud. 1d8 slashing dmg
5. Glovekind	Boxing gloves. The real weapons are these guns. 1d6 bludgeoning dmg
6. Cardkind	Luck of the draw. 1d12, random effect
7. Yoyokind	How is this a weapon? 1d6 bludgeoning dmg
8. Knifekind	Stolen from your kitchen. 1d6 slashing dmg
9. Crowbarkind	Pry open your ENEMIES!! 1d8 bludgeoning dmg
10. Canekind	That cool walking stick you found finally has a use! 1d8 bludgeoning dmg
11. Shovelkind	Garden your foes. 1d8 bludgeoning
12. Umbrellakind	Mary Poppins your way into battle. 1d8 damage, DM's choice

STRIFE SUMMARY::

Once you've chosen a kind, you are proficient in all weapons relating to that kind. Fighting with another weapon or kind will be at disadvantage. (Ie: being knifekind means you can fight with knives,

machetes, pocketknives, etc. Trying to fight with a gun would be played with disadvantage.)

CLASSPECTS

A character is assigned a class and an aspect (most commonly smushed together to be called their 'classpect')- similar to DND classes, these factors give them specific powers or abilities. It differs, however, where a classpect is based solely on a character's personality.

A character's Aspect is the content of their powers and their main focus as a character- a breath player may have control over the wind and a strong sense of leadership, a Heart player may have multiple selves and a strong passion for love/friendship.

A character's Class is how they use those powers. A Thief may steal using their aspect, while a Page creates using their aspect.

Your player will grow in these powers as the story progresses- you won't get them right off the bat.

Your player will also be given a special outfit coordinated with your Class outfit and your Aspect colors. These don't need to be worn to use your Classpect or Godtier powers:

[Image of all Classpect Outfits and Colors](#)

This chart below is a general description of Aspect powers- to talk about specific abilities and powers, work with your DM! They have a more extensive chart in their guidebook, and can help you create or pick powers that best suit your character.

ASPECTS

Space <i>Space itself, movement through space and objects' relations to it.</i> At their best, they are steady, impartial, and creative. At their worst, they can be detached, apathetic, and vague.	Time <i>Time itself, movement through time and objects' relation to it.</i> At their best, the Time-bound are empathetic and relentless problem-solvers. At their worst they are ruthless, defensive, and impulsive.
--	--

Space players can grow/shrink objects and planets, as well as control the velocity of objects. They have otherworldly knowledge of spatial measuring and events across galaxies.	Time players have the ability to time travel and manipulate timelines, and can use this to create several versions of themselves to aid in fights. Some can freeze time around opponents. They always know exactly what time it is.
Mind <i>Thoughts and decisions and their consequences.</i> At their best they are great innovators, architects, and creators. At their worst they can be nasty, inflexible, and indecisive. Mind players can see results of different actions or choices, as well as the paths of different timelines. They can see and communicate with 'dream selves' or 'splintered selves' of other players, where others cannot. Players of mind can also control the mind and spirit of others, like resurrecting dead players or harming minds of others.	Heart <i>Souls and the idea of the self.</i> At their best, they are competent, imaginative, and steady. At their worst they can be overbearing, inflexible, and cold. Heart players have the ability to rip others souls from their bodies and can trap them in other objects, and can exist with several 'splintered selves' (ie, other canon, real versions of themselves throughout the universe or timelines that they are aware of, and have some control over). Some have awareness of the 'narrative' they exist in (being fictional) and can influence their story through meta.* (*DUBIOUSLY CANON, consult with your DM. -Dirk <3)
Hope <i>The essence of hope and positive emotions.</i> At their best, Hope-bound are positive, caring, and warm. At their worst they can be narrow-minded and selfish. Hope players can create force field shields of white light/tentacles that can repel attacks, and can create white angels to defend them. They can	Rage <i>The essence of rage and negative emotions.</i> At their best they are original, revolutionary, and fearless. At their worst they are cruel, uncompromising, and vicious. Rage players can go into a blind fury brought on by anger, where their sheer power of destruction is nearly unstoppable. They gain energy and strength far beyond

often create or destroy various things through belief, and can fill allies with hope or inspiration. They have an innate sense of positive emotions.	their normal capabilities- although they have limited control over themselves until this fury ends. They can also sense negative emotions, and can manipulate players or enemies into feeling negative emotions.
Breath <i>Wind, movement and direction.</i> At their best Breath-bound are motivated, adaptable, and forward thinking, but at their worst they can be volatile, avoidant, and gullible. Breath players have control over the wind and can use it to transport items, attack, and travel. They also have an innate sense of direction, and can guide others both physically and emotionally. A breath player will never get lost.	Blood <i>Relationships and the connections between other people.</i> At their best, they are charismatic, uplifting, and magnetic. At their worst they can be sullen, unkind, and set-in-their-ways. Blood players can influence others and can see how relations affect others. This aspect is extremely passive and can be considered as a supporting role, convincing others easily, solving relationship issues, and being natural leaders in combat and friendship. Blood players can also "borrow" abilities from their teammates, like a race bonus or some power from their aspect.
Life <i>The essence of life within every living being.</i> At their best, they are great listeners, caretakers, and nurturers. At their worst, the Life-bound are passive aggressive, and pushy-they're certain they know best. Life players can heal wounds, bring others and themselves back from the dead (with limitations), and some can even extend lifespans. They can sense when others are in danger and injured, and can help bring comfort to	Doom <i>The futility of death and the rules that come with life.</i> At their best they are wise, kind, and non-judgemental. At their worst, bitter, resentful, and fatalistic. Doom players have an innate sense of their fellow players lifespans, and can sometimes sense when a player will make a choice resulting in their death. These players can also influence the injury/death of others, and an extremely powerful doom player can doom others to a certain

emotional wounds. Some can 'drain' life from enemies.	outcome.
Light <i>Luck, fortune and knowledge.</i> At their best, the Light-bound are resourceful and driven. At their worst they can be fussy, pedantic, and insensitive. Light players have control over luck and fortune- depending on their class, they can guide players to winning battles, or else have a higher chance of a fortuitous outcome for themselves. They also have some control over light itself, which can be used in battle. Light players also deal in knowledge, and this can be used to help their teammates	Void <i>The lack of being and the obfuscation of knowledge.</i> At their best, Void-bound are wise, intuitive, and vibrant. At their worst they can be dismissive, indecisive, and apathetic. Void players have the ability to travel without being noticed through invisibility, or travel through solid objects. Depending on the class, they can create or destroy objects without a weapon or alchemiter.

For more information on aspects and their personalities, see: [MSPA Wiki: Aspects](#), [Extended Zodiac Aspects](#), and the Aspects section

ACTIVE CLASS:: someone who uses their Aspect for their own benefit

PASSIVE CLASS:: someone who uses their Aspect for the benefit of others

CLASSES

Active	Passive
<i>Witch</i> Changes their aspect or through their aspect for their own benefit. +1 Con	<i>Sylph</i> Changes their aspect or through their aspect for the benefit of others. +1 Con
<i>Mage</i> Learns through or about their aspect for their own benefit. +1 Int	<i>Seer</i> Learns through or about their aspect for the benefit of others. +1 Int

<i>Thief</i> Steals from or through their aspect for their own benefit. +1 Dex	<i>Rogue</i> Steals from or through their aspect for the benefit of others. +1 Dex
<i>Page</i> Creates from or through their aspect for their own benefit. +1 Wis	<i>Heir</i> Creates from or through their aspect for the benefit of others. +1 Wis
<i>Maid</i> Protects themselves through or using their aspect. +1 Str	<i>Knight</i> Protects others through or using their aspect. +1 Str
<i>Bard</i> Destroys others through or using their aspect. +1 Cha	<i>Prince</i> Destroys themselves through or using their aspect for the benefit of others +1 Cha

(Modifiers are applied once the character god-tiers.)

With those two concepts working together, you create a Classpect!

To explain passive versus active classpects better:

A Thief of Hope (active) is someone who steals hope from others for their own gain- perhaps a tyrant who destroys a rebellion to take the throne- stealing hope from the revolution for their own future.

A Rogue of Hope (passive) on the other hand, might be the one to kill the tyrant and start a new rebellion- stealing hope from the tyrant and returning it to others.

CLASSPECT EXAMPLES::

PASSIVE CLASSPECT: Dirk Strider, in Homestuck, is a Prince of Heart. These two ideas separately are Prince= passive class. A fighter that destroys to help others. Heart= The idea/control of the self/soul, emotions, and romantic passions.

So Dirk being the PRINCE (Destroyer) of HEART (Self) means that he hurts or destroys himself to help other people. This is part of his classpect powers (ripping other's souls from their bodies), in the game (decapitating himself to help his friends progress in the game,

having multiple selves that are all true versions of him), and in his personality (blaming himself for things that went wrong in his friendships/relationship).

ACTIVE CLASSPECT: Jake English is a Page of Hope. These two ideas separately are Page= active class. Creates for their own benefit. Hope= The essence of hope, potential growth, and the future.

So Jake being the PAGE (Creator) of HOPE (hope!), means that he can bring fantasies or wishes to life for his own wants and needs. This is shown in his classpect powers (creating a huge field of white light and tentacles made of hope that can destroy worlds) in the game (creating a 'brain ghost' of his boyfriend that can become real and fight when needed), and in his personality (having fantasies and hopes of being a brave adventurer- while never actually becoming one)

CLASSPECT ROLLS

Attacking with your classpect abilities works slightly differently than any spell or move. It is fully based on one d20 roll, and can be used in and out of battle.

You will roll a d20, add your class modifier, and describe the action you are trying to take (healing a friend, attacking something with your powers, using your powers for insight.) Your roll will determine how successful your action is.

A roll of 1-5 is a complete failure, and your DM will enact a consequence, and you will fail to take the action.

A roll of 6-10 is a partial failure, where your DM will enact a consequence but you will complete the action.

A roll of 11-15 is a partial success, where there is no consequence, but you do not complete the action fully or have it be less effective.

A roll of 16+ is a complete success and you will be able to complete your action without any complications. Your DM may choose to reward a roll above 20 with an extra bonus.

You may choose to combine abilities with a teammate- in this case you will each roll a d10 and add your class modifier, and use the chart above with the two rolls added together.

Finally, remember your classpects aren't just battling! Your classpect is a representation of your character's narrative role in the story. Your character can use their classpect powers to further the narrative as well as in fights, and you should base their classpect on their personality and role in the story rather than picking based on what would be strong in a fight.

GOD-TIERS

In addition to leveling, your character can God-Tier. This is a full realization of their classpect and mastery of their abilities within Sburb. Your character gains the ability to god-tier once they reach level 10 and meet a certain set of conditions:

- They locate their quest bed or sacrificial slab- there is one on their planet and one on their moon (Derse or Prospit). Either can be used to god-tier.
- Their body is placed on the quest bed, located on their planet. They have to be dead or dying, and for this method to work their dream self must still be alive.
- If their dream self has died, they must travel to their sacrificial slab at the core of their moon and die or be killed on the quest bed.
- There is no way to God-tier without dying first.

If your character has done it right, they will wake up with their selves combined into one form, wearing a uniform from their class in the colors of their aspect. At this point they gain a set of abilities:

Flight: You can now fly! Your flight speed is 60ft and does not require wings, although some trolls will develop wings in their blood color in their god-tier form. You can carry something that is half your weight and halve your flight speed.

Immortality: Your character is now immortal! They can only die under two conditions: their death is Just or Heroic.



A just death is when they are killed after acting immoral and causing harm to their fellow players, or generally anything you'd consider a justified death (killing them out of revenge after they killed someone, taking down a

dictator player for the good of the session, etc.)

A heroic death is where the character has acted selflessly and heroically, leading to their death, like sacrificing themselves to save another. Your DM can decide whether a death falls under Heroic or Just. (Image: June being revived after a death that was neither Heroic or Just.)

Your character can also be healed of past injuries, but this is not a requirement. If the character wishes to keep their injuries, or they were injured before the game and their dream self shares the injuries, they will keep them.

Because the character's dream self is merged with their original self, god-tiered players begin to dream in the dream bubbles of the furthest ring, which are glimpses into alternate universes and doomed timelines. The characters are lucid in these dreams and can be seen and interacted with by the characters in the dream bubbles, which are most often ghosts from doomed timelines, but can be navigated through in physical space by a living character.

FRAYMOTIFS

Once you've god-tiered, you may be wondering: where's all the cool powers? While you can roll to attempt certain actions using your aspect's powers, there are also special moves you can buy called Fraymotifs.



Dave and Jade's Fraymotif, Adagio Redshift

Fraymotifs are bought using boondollars on your planet, from shops run by the consorts.

You will have three special moves, and one for each combination of players. For example, if you played in a session with four players, you would have 6 fraymotifs, three based on your classpect and one for each of your fellow players.

Combination Fraymotifs are shared between players, so that player's companion will share the move with them, and also have their own combinations with the others.

You can also buy extra Fraymotifs for combinations of more than two players, but most sessions will only have a few of these as they are incredibly powerful.



Because of the complex system of classpects, fraymotifs will be unique to each player. You as a player can either create your fraymotifs and clear them with the DM or you can ask the DM to create them for you.

Feel free to write these yourself, borrow spells and abilities from DnD or other

TTRPGS, or a mix of both. There is no right way to create a Fraymotif- just be sure your DM has cleared it and that you find it fun and interesting, and an extension of your character's classpect.

Fraymotifs will cost Boonbucks in stores on your planet. Your DM will set the price based on the strength of the move and you will be able to purchase it using money earned through your adventure.